

# (12) UK Patent Application (19) GB (11) 2 356 353 (13) A

(43) Date of A Publication 23.05.2001

(21) Application No 0025106.6

(22) Date of Filing 13.10.2000

(30) Priority Data

(31) 9924211 (32) 14.10.1999 (33) GB

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(51) INT CL<sup>7</sup>

**A63F 5/00 // G07F 17/32**

(52) UK CL (Edition S )

**A6H HJH**

(56) Documents Cited

**GB 2201821 A EP 0763374 A1 WO 99/53454 A1**  
**US 5848932 A US 5664999 A**

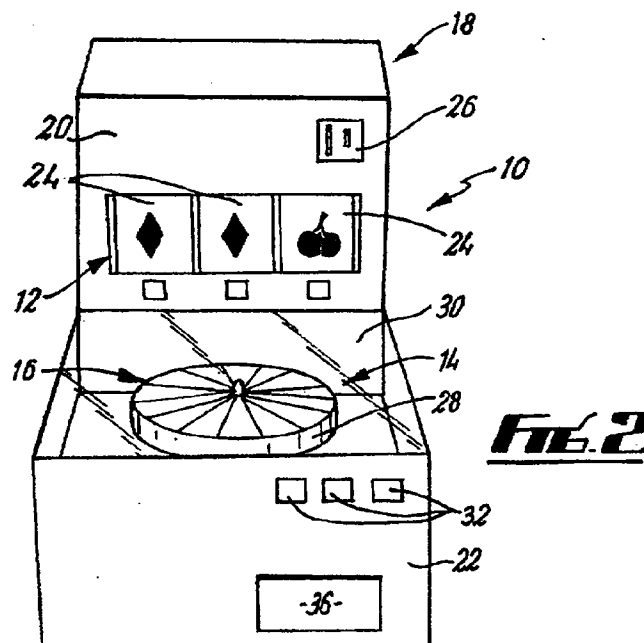
(58) Field of Search

**UK CL (Edition S ) A6H HJH**  
**INT CL<sup>7</sup> A63F 5/00 , G07F 17/32 17/34**  
**ONLINE: WPI, EPODOC, PAJ**

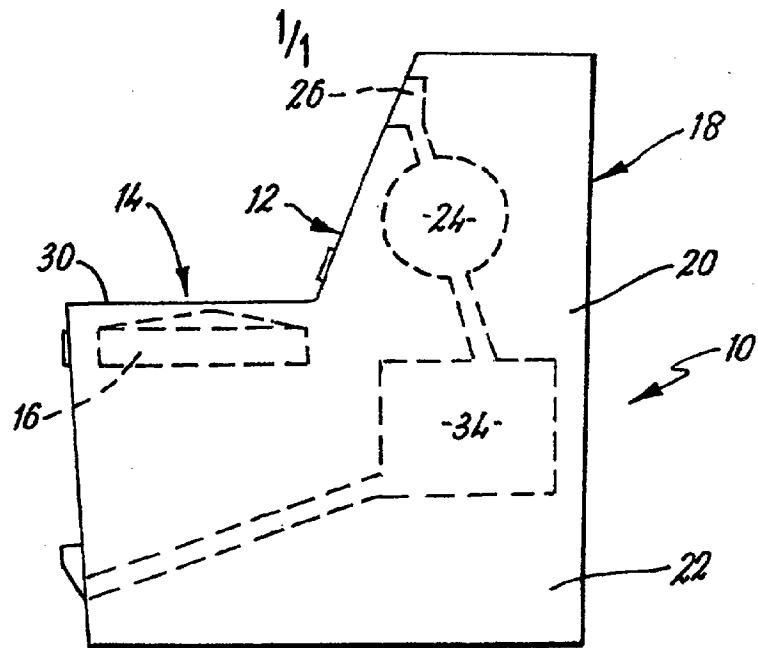
(54) Abstract Title

**Gaming machine with roulette component**

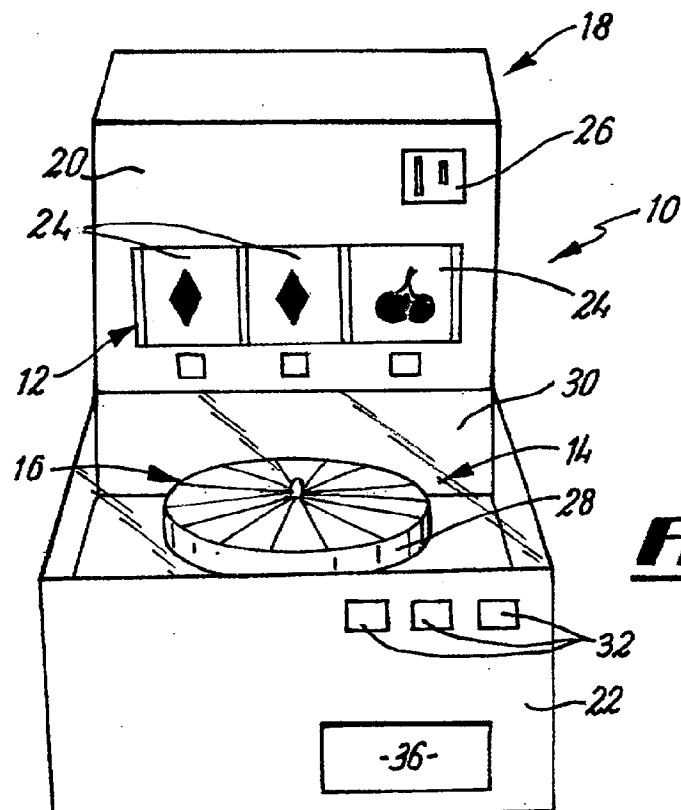
(57) A gaming or amusement machine 10 has two game pads, one of which is a roulette-type game 14, the second game being playable after activation by the first game. The roulette-type game 14 is preferably the second game. Games can be mechanical e.g. slot or fruit machine 24 or electronically simulated. Either game can be controlled by the machine. Wheel 28 used for the roulette-type game may be of conventional, or generally-conventional, design and played in a conventional manner. If a wheel 28 is used it may be housed behind a transparent screen 30 and could be rotated by the player. Win facilities are defined on the wheel 28 and sensors are provided to allow determination of the win. Switching between the first and second games may be under the control of the user.



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## ***File 1***



## File 2

**Gaming Machines**

The present invention relates to gaming machines.

Gaming machines come in various types and are generally operable upon insertion of appropriate credit, such as money or token. However, in this specification machines that do not require credit also fall within the term gaming machines.

According to the present invention there is provided a gaming machine comprising a first game playable by a user upon activation and a second game playable upon activation following play of the first game, one of the first and second games comprising a roulette-type component.

The roulette-type component may comprise a wheel which wheel may be of conventional or generally conventional roulette wheel design. The game may comprise a conventional or substantially conventional game of roulette. The roulette game may be electronically simulated in part or in whole, for example by video or other means and may be controlled by control means in the machine. The roulette-type component may be the same or similar to that disclosed in U.K. Patent Application No. 9284499 or International Patent Application No. PCT/GB98/02599. The wheel may be inaccessible directly by a user of the machine, for example the wheel may be located behind a transparent protective screen. Alternatively, the wheel or a part thereof may be accessible for physical rotation by a user.

Preferably the roulette-type component provides for win facilities, which may award a winning user by controlling the dispensing of one more coins, tokens and/or credits thereto. The win facilities may comprise areas defined on the wheel and may further comprise sensing means to detect location of the area(s) relative to for example a ball whereby to enable determination of a win.

Preferably the second game comprises the roulette-type component. The

first game may comprise a generally conventional reels-based game. Alternatively, the first game may comprise a reels-based game in which the reels are electronically simulated in part or in whole, for example by video or other means and may be controlled by control means in the machine. The control means may be the aforementioned control means or further control means. Preferably the first game is operable to activate the roulette-type component for play by a user of the machine upon successful play of the first game by a user. Alternatively, the roulette-type component may be comprised in the first game.

Preferably means is provided to enable switching between play of the first and second games, which switching may be effected, perhaps selectively, by a user.

An embodiment of the present invention will now be described by way of example only, with reference to accompany drawings in which:-

Fig. 1 is a diagrammatic side view of a gaming machine according to the present invention; and

Fig. 2 is a perspective front view of the machine of Fig. 1.

Referring to the drawings there is provided a gaming machine 10 comprising a first game 12 playable by a user upon activation and second game 14 playable upon activation following successful play of the first game 12, the second game 14 comprising a roulette-type component 16. In an alternative embodiment, the first game 12 may comprise a roulette-type component.

In more detail, the machine 10 comprises an outer casing 18 with an upper portion 20 in which is generally located the first game 12 and a lower portion 22 in which is located the second game 14.

The first game 12 comprises a substantially conventional reels-based game comprising three reels 24 controlled by a substantially conventional

control means (not shown) and activated upon insertion of appropriate credits into the machine through the credit slot 26 provided on the casing 18. It will be appreciated that the reels of the reels-based game can alternatively be electronically simulated in part or in whole, for example by video simulation. The video simulation can be controlled by control means. The first game 12 is operable to effect either directly or indirectly activation of the second game 14, preferably upon a user achieving a win or otherwise achieving a successful play of the first game 12.

The second game comprises the roulette-type component 16 which is shown in the drawings as a tangible wheel 28 of substantially conventional roulette wheel design. It will be appreciated however that the wheel 28 does not necessarily have to be of conventional roulette design, and moreover could be intangible or at least partly so, for example could be a visual simulation of a wheel, such as a video simulation.

The second game 14 comprises control means associated with the wheel 28 which provides for the second game 14 comprising a conventional or substantially conventional game of roulette when activated. The wheel 28 is shown encased behind a clear protective screen 30 such that selection of desired segments on or the control of the wheel 28 by a user are done remotely via control buttons 32.

Alternatively, the wheel 28 may be accessible for manual rotation and whereby rotation may be manual directly on the wheel 28.

In use, a user inserts credit into the machine 10 through the credit slot 26. If sufficient credit is inserted, the first game is activated for play. If the player is successful with the first game, which success may comprise achieving a win or partial win line or locating an appropriate symbol on the win line, the second game 14 is activated. The user can then play a substantially conventional game of roulette by selecting the desired segments on the wheel 28 either electronically or physically followed by actuation of the wheel 28

again either electronically or manually to determine whether the user achieves a win or not. If the user is successful in achieving a win on the second game, then the machine dispenses an appropriate win which may be credits, tokens or coins from a store 34 within the casing 18 into a winnings trough 36.

It will be appreciated that according to a further embodiment the roulette-type component could be comprised in the first game 12 and the reels-based game or any other alternative game provided as the second game 14. Indeed, the reels-based game could be replaced by any suitable game for play in conjunction with the roulette-type component.

It will further be appreciated that a control means may be provided to enable the first game 12 to be played following play of the second game 14 and means may be provided to enable selective activation of the first 12 and/or second games 14 by a user.

Whilst endeavouring in the foregoing specification to draw attention to those features of the invention believed to be of particular importance it should be understood that the Applicant claims protection in respect of any patentable feature or combination of features hereinbefore referred to and/or shown in the drawings whether or not particular emphasis has been placed thereon.

**CLAIMS**

1. A gaming machine comprising a first game playable by a user upon activation and a second game playable upon activation following play of the first game, one of the first and second games comprising a roulette-type component.
2. A gaming machine as claimed in claim 1, in which the roulette-type component comprises a wheel.
3. A gaming machine as claimed in claim 2, in which the wheel is of conventional or generally conventional roulette wheel design.
4. A gaming machine as claimed in any preceding claim, in which the game comprises a conventional or substantially conventional game of roulette.
5. A gaming machine as claimed in any preceding claim, in which the game is electronically simulated in part or in whole, for example by video or other means.
6. A gaming machine as claimed in any preceding claim, in which the game is controlled by control means in the machine.
7. A gaming machine as claimed in any of claims 2 to 6, in which the wheel is inaccessible directly by a user of the machine, for example the wheel may be located behind a transparent protective screen.
8. A gaming machine as claimed in any of claims 2 to 6, in which the wheel or a part thereof is accessible for physical rotation by a user.
9. A gaming machine as claimed in any preceding claim, in which the roulette-type component provides for win facilities.

10. A gaming machine as claimed in claim 9, in which the component awards a winning user by controlling the dispensing of one more coins, tokens and/or credits thereto.
11. A gaming machine as claimed in claim 9 or claim 10, in which the win facilities comprise areas defined on the wheel.
12. A gaming machine as claimed in any of claims 9 to 11, in which the win facilities comprise sensing means to detect location of the area(s) relative to for example a ball whereby to enable determination of a win.
13. A gaming machine as claimed in any preceding claim, in which the second game comprises the roulette-type component.
14. A gaming machine as claimed in any preceding claim, in which the first game comprises a generally conventional reels-based game.
15. A gaming machine as claimed in any of claims 1 to 13, wherein the first game comprises a reels-based game in which the reels are electronically simulated in part or in whole, for example by video or other means.
16. A gaming machine as claimed in claim 15, in which the game is controlled by control means in the machine.
17. A gaming machine as claimed in any of claim 13 to 16, in which the first game is operable to activate the roulette-type component for play by a user of the machine upon successful play of the first game by a user.
18. A gaming machine as claimed in any of claims 1 to 12, in which the roulette-type component is comprised in the first game.
19. A gaming machine as claimed in any preceding claim, in which means is provided to enable switching between play of the first and second games.



20. A gaming machine as claimed in claim 19, in which switching is effected, perhaps selectively, by a user.
21. A gaming machine substantially as hereinbefore described with reference to the accompanying drawings.
22. Any novel subject matter or combination including novel subject matter disclosed herein, whether or not within the scope of or relating to the same invention as any of the preceding claims.



**Application No:** GB 0025106.6  
**Claims searched:** 1 to 22

**Examiner:** Andrew Hole  
**Date of search:** 19 March 2001

**Patents Act 1977**  
**Search Report under Section 17**

**Databases searched:**

UK Patent Office collections, including GB, EP, WO & US patent specifications, in:

UK Cl (Ed.S): A6H (HJH)

Int Cl (Ed.7): A63F 5/00, G07F 17/32, G07F 17/34

Other: ONLINE: EPODOC, WPI, PAJ

**Documents considered to be relevant:**

Category	Identity of document and relevant passage		Relevant to claims
X, Y	GB 2201821 A	(NSM APPARATEBAU) See Figs 1 to 3 and page 6 line 12 onwards.	X: 1, 2, 6, 7, 9 to 14, 17 to 19. Y: 3 to 5, 15.
Y	EP 0763374 A1	(SEGA ENTERPRISES) See Figs 1 & 15 and column 1 line 33 to column 2 line 14, and column 10 line 19 to column 11 line 21.	Y: 3 to 5.
X, P	WO99/53454 A1	(GAME DATA) See Figs 1 & 2 and page 1, lines 11 to 22, page 3 line 29 to page 4 line 13 and page 4 line 32 to page 5 line 8.	X: 1, 2, 4 to 6, 9 to 17 & 19.
X, Y	US 5848932 A	(ADAMS) See Figs 2 & 3 and column 5, line 12 to column 6, line 23.	X: 1, 2, 6, 7, 9 to 14, 17 to 19. Y: 3 to 5, 15.
Y	US 5664999 A	(KURIHARA) See Fig 1 and column 6, line 30 to column 7, line 12.	Y: 5 & 15.

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.